

Sorry, I'm Broke

About

Sorry, I'm Broke is a game about spending the least money possible to pay the bills. It can be played by 3-5 players. Sorry, I'm Broke uses the inventive currency, ₧, or Billmoney.

Pieces

- Bills Deck: 4 x Bill cards
- Main deck: 69 x cards
 - 28 x Cash cards
 - 26 x IOU cards
 - 6 x Emotional Blackmail cards
 - 9 x Promise cards
- Money tokens:
 - In six colours:
 - 10 x 100 ₧ tokens
 - 10 x 500 ₧ tokens

Card Types

Bills

Bills are the special card that should be shuffled separately. Each of the bills has an amount of money on them that the players need to pay.

Furthermore, each bill has a card bonus printed on them, when the bill are flipped each player immediately draw as many cards as the bonus states.

Special rule: if a player has paid the most towards a bill, place the bill face up in front of the player. The player can at any time choose to use the bill as an one use *Emotional Blackmail* card. After the *Emotional Blackmail* effect has been used turn the bill face down, and keep it in front of the player. The *Emotional Blackmail* effect can no longer be used.

Main Deck

The Main deck is composed of a number of different card types which are useful to getting the bill paid.

Cash

Cash cards are your source of income. They are the last resort to paying your contribution each turn. To play a cash card, place it face up in the play area and take a number of cash tokens of your colour corresponding to the value on the card. Place these tokens in front of you.

IOU

IOU cards represent IOUs you've collected from your lovely co-habitants over the preceding week, month, aeon. They have a tendency to be forgetful, so you'll have to remind them. Play your IOU by placing it face up in the play area, declaring your 'forgetful' creditor and demanding they pay you back. They should then provide you with the amount of £ stated on the IOU. They are free to use their existing stash of £ tokens but must pay you in full as long as they have enough total cash including un-exchanged cash cards. If they happen to have an IOU, they can also use that to pay your IOU. Be careful, as not all IOUs are worth the same - you *could* wind up owing them money.

Emotional Blackmail

Emotional Blackmail cards are those shitty excuses you pull on your friends to get out of your obligations. Like owing money. If another player plays an IOU card to extract cash from you, you may play an Emotional Blackmail card to get them off your back. This effect lasts until the end of their turn.

Promise

Promises are very useful. They can be used to extract cash or negotiate what you owe. Promise cards also have a value assigned to them. They can be used in just the same way as IOU cards (think: if you give me x £, I'll do this for you) or as Emotional Blackmail cards (think: but I'll do x for you, so that evens us out). When used as Emotional Blackmail, Promise cards are considered to have no set value.

How to Play

The aim of Sorry, I'm Broke is to spend as little money as possible while paying all the bills. This is achieved by spending cash on bills each turn, preferably someone else's.

Setup

Start by shuffling both the Bills deck and the Main deck. Place both face-down at opposite ends of the play space, leaving some room in the middle. Then, place all the money tokens for each player somewhere easily accessible (beside the main deck is a good idea). Deal five cards from the main deck to each player. This is their hand, and should be kept secret

from the other players. Reveal the top card from the Bills deck, and place it in the centre where everyone can see it.

Rounds

A game consists of 4 rounds (one for each bill). At the beginning of a round players flip a bill card and follow the instructions. Note how much money each player has to contribute to the bill each turn.

When all players have taken their turns the billmoney is counted up, and the player who contributed with the most billmoney keeps the bill.

Turns

Each round players take turns going clockwise, until the bill is paid.

A turns start out with the player drawing a card from the pile.

Then the player plays as many IOU or PROMISE cards as they want. If this is not enough to get other players to pay, the player must pay the bill with money either from their hand or their pile of pocket money.

Scoring

When a round is over and the bill has been paid, count the number of cash tokens for each player. Note down each player's contribution to the bill.

Reminder: the cube tokens are worth ₧ 100 and the long tokens are worth ₧ 500.

Example:	Bill #1	Bill #2
Player 1	₧ 450	₧ 600
Player 2	₧ 1600	₧ 350
Player 3	₧ 1550	₧ 250

Ending the Game

After the fourth round is over, calculate the total amount of money each player paid towards the bills during the game. The player who contributed the most loses the game.

Sorry, I'm broke!

If you ran out of money and are unable to get the others to pay your share with IOU / Promise cards or just want to bluff your way out of paying your portion of the bill, you can announce that "Sorry, I'm broke!". If the other players think you are bluffing they can call you out and you have to show your cards to everyone. If you're not truly broke, the other players can play your hand for you this turn - giving them an opportunity to milk you for every

Billmoney you have! However, if you truly don't have enough money to pay your full contribution, you may discard any non-cash cards in your hand and redraw that many cards from the deck. Finally the remaining portion of what you were supposed to pay will be covered by cash tokens that are not in play.

Sorry, I'm Broke: Discussion

It's an unfinished mechanic, ok?

It doesn't work super well currently, but here are the ideas for improving it

Times when people wouldn't be suspicious

Wanna use it when broke and when not

Force players to pitch in

Alright, first off: let's think of something like BS. In BS you have to lie (without calling attention to yourself, which is a different point) because you don't have the cards needed in order to pay. In here, what you want it to avoid taking certain routes (paying with certain cards). There is no decision involved in calling broke if you really are; it's just forced on you. There is likewise no incentive for people to use their money cards in turns when they do have them, much the opposite. So this doesn't quite work. Ideas to explore:

- Get rid of your entire hand, draw a new hand when broke regardless
- In BS you're trying to:
 - If options:
 - NB: Play safe
 - Maybe trick others with low risk
 - B: Get rid of annoyances at a risk
 - If no options:
 - B: Try to get by while being forced into taking the risk; survival
 - If called on bluff, you've taken a risk without choice and lost
 - If calling:
 - C: You're taking a risk in order to bring bad on someone
 - If you were wrong it turns around and hits you instead
 - Inherently "malicious" strategy
 - NC: You're playing it safe and surviving
- Here, calling broke is a move that draws attention to itself, so it's inherently an "underhanded" move. You might be trying to get rid of your hand
 - The problem is that if you do that, you can just get into a safe position and then call it.
 - With our current setup, you have to do things you don't like (paying) in order to get into a safe position (no money cards) and then you have no reason for wanting to call broke, since you have all of the cards you want
 - The only time where you'd want to call broke would be if you have a lot of money cards and that means anyone calling broke is either
 - Throwing away their good hand for the chance to get someone to take the fall
 - Risking taking a fall to get a better hand

- Maybe you only refresh your hand if someone calls your bluff? But then you could keep saying you're broke... and no one could bully them out of their good hand, it's zero-risk.
- I think having to refresh your hand whenever you call broke allows for the fact that no one can be broke for the rest of the bill. It also does feel like a bit of a climax.

Okay, so draft number 1 of how the new mechanic works:

- Broke can only be called at the start of a turn, before drawing your card
- You put all of the money tokens in front of you on the paying area (to add to the part that needs to be paid) [to add a variable cost to the move]
- If no one calls the bluff, you get to refresh your hand as normal.
 - Then:
 - a: you play your turn
 - The reason why you called it (if you needed it) was in order to not call mom and dad
 - b: you forfeit your turn
 - It gets you off the hook for one turn;
 - maybe after everyone's second turn you need to have the go you didn't have before
 - otherwise, whoever was first needs to go again, and that's rather unbalanced
- If someone calls the bluff:
 - If you had money cards: Your money is used and call mom and dad is triggered automatically?
 - If you did not have money cards: Either everyone else or the person who tried calling the bluff have to cover you for this round? (very large risk, always unadvisable to call the bluff)
- After doing this, you discard your entire hand, draw up to the bill card limit, draw your extra card and play your turn.
- And also, if it can only be called at the start, what happens if you were planning to make everyone pay with debts but they were all countered? Similarly, what happens if you run out of cards while trying to pay?
 - In both of these, you're playing a safe broke; in BS, when you don't have any options, you're paying a risky broke.
 - Maybe if that happens, instead of getting to say you're broke, you have to pay everything left this turn from the bank. You don't want to be left with no cards; this is called calling mom and dad.